Overview: In addition to the races, the activities, and the exploration of LEGO Island, there is the ultimate game play of the capturing of the Brickster.

1) Select your character
2) Find the missing bricks
3) Retrieve and return the bricks
4) Build the helicopter
5) Fly the helicopter
6) Track and capture
7) Heros welcome

1) Character Selection

You navigate about town through a first person perspective by clicking on who you want to be. Other characters are friends whose services can be requested and/or forces to be reckoned with. In a given scene, you can become certain characters and/or enlist the assistance of others. The cursor changes to indicate which function is available for which character.

This is "cooperative" gaming. Game play requires the cooperation of all of the towns citizens. You will learn that certain skills, opportunities and clues (for solving the game) are given only to the appropriate character.

If you don't become the right character at the right time, you won't get the clue. Different people will respond to each of the major characters differently . Each of the characters have their own strengths and their own weaknesses (see character bios) and they will take history into account so it pays to be nice. Is it possible to win the game by playing just one character? probably not.

You need to be likable and respected to get other people to help you win.

While at the Information Center, you learn about your ultimate mission: **find the missing bricks, build the helicopter and help capture Shifty.**

2) Find The Missing Bricks

a hierarchy of easy to find to difficult to find

A) Heads up discovery

By exploring the Island the user will discover the first few

(a bump in the road,etc.)

B) Following clues (visual, audio)

(piano clunks when you play it)

C) Citizens dialogues /gags

D) Participating in the Towns activities

(during the jetski race you spot a brick on the back of the shark, deliverying mail: the mail box is full to the brim, etc.)

E) Follow the trail of Shifty

F) Serrindipty/happy accidents

3) Retrieve the Bricks
Easy to retrieve to difficult to retrieve levels

A) Simple builds to complex builds (simple stairs to bridges)
see **BRICKER (turbochucker)**
B) Enlisting the help of others.
(the Flying LEGONDOS for instance can acrobatically stack themselves up in such a way that access to the missing brick is made)
C) Inventive solutions: stacking things, causing a bird to knock it down, using an appropriate tool or maybe just knocking the brick down with your Turbochucker, etc.

Return the Bricks to the appropriate build site
(helicopter build: Police station, Jetski: beach house, Race car: Race Track, Car: gas station)
suggestions:
A) Select stud finder/ location device that sounds an alarm or an interesting sfx when brick is located.
B) Select helpful citizen who grabs it for you. cursor will change to a brick prompting appropriate reply from character selected.
C) Select brick, alarm sounds and someone arrives to grab and return the brick.

5) Build Helicopter
Once all the bricks are collected, you can begin to build...
see **BUILD GUI**

6) Fly
animated take off upon completion. Control panels on dash (map/radio/directional,etc.)

7) Track and capture
find and follow Shifty . (view out your viewport, map with highlighted shifty spotter, radio calls from police, etc.)
Radio to citizens below to build obstacles to corner The Brickster at the right timing. Object is to manuver a capture situation. Brickster, in addition, has a Debricker (low end one) which allows him to remove obstacles brick by brick.You have to be faster and smarter. Once skillfully cornered, Nick and/or Nora apprehend the Brickster and you return to a...

8) Heros Welcome.
parade, lights dim for a fireworks show in your honor.

TURBOCHUCKER

The Turbochucker is your tool that fires bricks. It fires one at a time. You can use it repeatedly to build stairs, tables or barricades When it fires it follows a parabola and uses collision detection to bounce off of most vertical surfaces and stick to horizontal ones. There might be a vertical wall with studs that a brick could stick to to create steps up a wall, for instance, but normally it lands on horizontal surfaces.
As the brick flies, it orients itself (while traveling along its parabloa) to line up with its possible landing spot. If there are some hot spots for them to land, we could lend a hand to make it easier for Nick to shoot than Pepper.

The number of bricks are limited (perhaps 10 to a bricker).
After x amount of time the bricks will disappear in a puff of pixels or someone will come by and sweep them up (like Fractured Fairy tales sweeper) or the tow truck will cart them away, etc.

It is possible to reuse the bricks by sucking them back into your bricker before they disappear. Set dial for rewind.

You may recharge your bricker at the Bricker recharger.

If you hit a character with a brick: they complain and might not want to be your friend when you want their help. It will trigger a series of generic gags.

The turbochuckers are character specific. Differant sound effects, differant colors and they shoot a little differantly for each character. The GUI is the same for all.

Some characters have a chucker at the start of the game, like The Infomaniac, Nick, Nora and Shifty (he stole his). Everyone else has to earn theirs. You get a Bricker as a reward; by doing something right like helping out in town, or returning a brick or saving the cat up a tree. Then Nick and Nora come up and present you with your very own Bricker. In order to find all the Helicopter pieces, you will have to get a bricker for Pepper, for Mama, for Papa (for putting up roadblocks when you need them)

EXAMPLE ONE

You arrive at the Pizzeria and watch a gag or two. Each one indicates that the 'P' in the Pizzeria sign is wierd. You click on the 'P' and it gongs. Everyone in the scene looks up at the 'P'. Now you have identified the 'P' as the location of a missing, hidden brick. You select a character to help you get it. You click on one of the Flying Legondos and they assemble under the brick to reach the 'P'.
Too short. They disperse. You fire your TurboChucker at the at the ground under the 'P'. Sensing that one step isn't enough, you fire a couple more to make two steps going up the wall. You click on the Flying Legondos again. This time, they get on the brick steps, and finally reach the 'P'. They grab it down, and Nick comes by on his motorcycle to pick it up and take it to the Police Station.

The next brick isn't so easy. It's hidden from view so you can't see it...
it's on top of the Super. You know it's there from the hints, clues and riddles.
You can't click on the brick, so you click and drag a ladder over. Then you click on Nick. But Nick doesn't take orders from Pepper, and you're Pepper so you're out of luck. So you become Nick and tell Pepper to climb the ladder. He does and brings back the brick. When he gets down, Nora takes the brick from him and runs it over to the Police Station.

This is cooperative gaming. You need to be likeable and respected to get other people to help you solve the puzzles and grab the bricks

This satisfies the programming problem of brickers and placement of things, since everything becomes a drop-in gag, with a pre-determined starting point.

There should be several ways to solve each puzzle, with more points, perhaps for greater difficulty.

CHARACTER	ROLE	INTELLEGENCE	TALENT +	TALENT -	HOME LOCATION
The Infomaniac	Host/ Help	Linguistic	Words, Hearing Seeing,Magic, inventing, He Knows All (& more)	Absent Minded, eccentric, sometimes his magic misfires	Information Center and anyplace you call him to
The Brickster	The Bad Guy	Intrapersonal	Building and tricks, speed	Deconstructs, meglomania, hates animals, can't get along with others	Should be jail but he's just about every where
Nick Brick	Super Cop	Spacial	Memory, images, colors, pictures	Sometimes too impersonal	Police Station and on his rounds
Nora Brick	Super Cop	Interpersonal	Cooperative, sharing, listens, likes people	Believes in people too much. Gullible	Police station and making her rounds
Papa Brickolini	Pizza Chef	Bodily Kinesthetic	Creative, athletic, dancer	can be grumpy and intolerant	The Pizzeria
Mama Brickolini	Pizza Chef	Musical	Songs, piano playing, nuturing	Overly concerned about others	The Pizzeria
Pepper	Delivery dude	Logical/mathmatical	Pattern matching puzzle solving search for fun	hyperactive, short attention span	The Pizzeria and all around
Captain D. Rom ("C.D.")	Police Chief	Rough, tough on the outside but a softie on the inside.		Never accepts excuses for failures	Police Station
Sargeant Lockitt	Jail Guard	Polite, to the book		Emmotionless	Jail exterior
Nubby Stevens	Mechanic	Mechanical wizard, poet and philosopher, always pondering mysteries of life: why are we all yellow?, why can't we bend our knees		Can't end conversations, takes off on tangents	Gas station
Nancy Nubbins	Mechanic	Tow truck driver and attendant. Very active, very open and always busy		too busy to stop	Gas station/tow truck
Studz Linkin	Race Driver	Living in the fast lane, Champion Racer, winning is all there is		Not very cautious	Race Track
Valerie Stubbins	Jetskier	A bit of a val but well liked by everyone. Fun and sun, loves animals		Not very practical	Beach
Snap Lock	Jetskier	Fun and sun and pretty cool		a bit self centered	Beach
Maggie Post	Store Clerk	Style conscious,town gossip		gossip not always very accurate	Store
Buck Pounds	Banker	Efficient, dedicated to his work		Only interested in numbers	Bank
Dr. Clickitt	Doctor	Country Doctor like, Friendly, Helpful		always talking about health	issues

CHARACTER	ROLE	INTELLEGENCE TALENT +	TALENT -	HOME LOCATION
Return and Enter	Orderlies ambulance	Keystone-cop-like hospital orderlies. Vaudevillian antics. Humor	Bumbeling, nothing could possibly go right	Hospital and as the ambulance crew... anyplace they are called to.
Ed Mail	Post Office delivery guy	delivers and picks up the mail steadily and consistently. Very slow at sorting the mail.	Slow, plodding and prone to grumpiness	Post Office and on his postal rounds
Edie Mail	Post Office delivery	Faster than Ed. very efficient	Sometimes too impersonal. too busy	Post Office
Bill Ding	Wrecking guy	Gruff, workin' class guy	Sometimes a little scary	The Deconstruct room

Other characters: THE LEGOBOBS: the acapella group The Bobs
Race Track Spectators
There may be an Art Gallery in the Information Center inwhich case there will be an Artist guy and girl
In the residential area there will be three homes with families so: mom, dad, jr. and sis X3
(one's a great gardener, one loves to sleep, one's a great hobbiest who always borrows your stuff)

and, of course, the shark, the dog, the cat and the parrot